

# Youssef Fahmy Abdalla

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## 3D Artist

### Highlights of Qualifications

- 6+ years' combined experience in the film industry, with 2.5 years as a professional 3D artist.
- Skilled in high-fidelity 3D modeling, sculpting, with expertise in high to low-poly surface/detail baking using normal/displacement maps in *Z-Brush* and *Substance Painter*.
- Modeled complex, realistic, and stylized props, vehicles, characters, and creatures, achieving the desired aesthetic while optimizing edge flow, topology and UV layout, with attention to detail.
- Created photo-realistic and stylized textures and materials (hand-painted & procedural) for various assets, aligning with Art Direction, Look Development goals and technical specifications.
- Strong troubleshooting, technical problem-solving, and creative scripting skills, enabling faster workflows and streamlined pipeline resolutions for seamless delivery to Lighting & Rendering.
- Experienced and educated in *Unreal Engine Blueprints* and *Material Editor*, with a focus on modeling and texturing for game engines.
- Proven verbal, written, communication and organizational skills in receiving feedback, resulting in quick, accurate iterations to achieve the desired look.
- Passionate about pushing the boundaries of modeling & surfacing, staying up-to-date with industry trends & emerging technologies (particularly *Maya*, *Z-Brush*, *Substance* & *Photoshop*).

### Professional Experience

**Modeling / Surfacing Artist**, *WildBrain Studios*, Vancouver, BC

Feb 2024 – Aug 2024

- Translated 2D design concepts into **clean, stylized mid-poly 3D models** for **real-time** production including sets, props, vehicles & characters.
- **Optimized topology, edge flow & UV layout**, for **high-quality, realistic texturing and shading** for game-ready requirements.
- **Developed materials** & debugged **shaders** with *UE Material Editor*, creating fully functional animated, stylized materials.
- **Collaborated** with leads & cross-departmental teams (including design & lighting), ensuring **quality and seamless delivery**.
- Created custom **Python scripts** in Maya to automate repetitive tasks (e.g.: quick shader setups and *Nudger*), **streamlining modeling & set layout workflows**.
- Tools: *Maya*, *Z-Brush*, *Substance Painter*, *Photoshop*, *Krita*, *Unreal Engine*.

**Surfacing Artist**, *Mainframe Studios*, Vancouver, BC

Sep 2021 – Jun 2023

- Started as a Junior, and was promoted to Intermediate level.
- Created **stylized textures & shaders** for sets, props, vehicles, characters & creatures for animation in **PBR** texture / material workflows.
- Developed various **Smart Materials**, to provide quick base texturing, **boosting productivity**.
- Developed various shaders manipulating **masks, animated textures, ramps & facing ratio**.
- Tools: *Maya*, *Substance Painter*, *Krita*, *Katana (Redshift)*.
- Credits: [Barbie: Mermaid Power](#) (2022), [Barbie: Skipper and the Big Babysitting Adventure](#) (2023), [Barbie & Stacie to the Rescue](#) (2024).

## Education

**Technical Art**, *British Columbia Institute of Technology*, Burnaby, BC Sep 2020 – Sep 2021

- Maya Python scripting, Maya rigging, Houdini simulation, Substance Designer shaders, Unreal Engine Blueprints.
- Created procedural model generating Python scripts including *quick rope*, *terrain & city maker*.
- Final Average: 90% (Honours)

**3D Animation & Visual Effects**, *Vancouver Film School*, Vancouver, BC Jan 2019 – Jan 2020

- Maya hard-surface, Z-Brush organic sculpting, Substance texturing, Marvelous Designer, X-Gen.
- Final Average: 93.29% (Honours)

**BA (Hons): Architecture**, *Kingston University*, London, England Sep 2015 – May 2018

- Honed skills in drawing, spatial organization, structural design and 3D/physical model-making.
- Developed strong teamwork, communication & time management skills through rigorous projects, demanding workloads & tight deadlines.
- Awarded Upper Second Class Honours (2:1)

## Technologies

- |                                  |          |
|----------------------------------|----------|
| • <b>Adobe Photoshop</b>         | 10 years |
| • <b>Autodesk Maya</b>           | 7 years  |
| • <b>Redshift, V-Ray, Arnold</b> | 6 years  |
| • <b>Substance Painter</b>       | 6 years  |
| • <b>Z-Brush</b>                 | 4 years  |
| • <b>Unreal Engine</b>           | 2 years  |
| • <b>Python (for Maya)</b>       | 2 years  |
| • <b>Katana</b>                  | 2 years  |
| • <b>Houdini</b>                 | 1 year   |
| • <b>Linux</b>                   | 1 year   |
| • <b>3DS Max</b>                 | >1 year  |

## Languages

- |                  |                |
|------------------|----------------|
| • <b>English</b> | Native         |
| • <b>French</b>  | Fluent         |
| • <b>Arabic</b>  | Conversational |